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| **C# Programming**  **Simple Variables**  A variable is an identifier that refers to a location in the computer’s memory and can be used to store data. The contents of a variable can change at runtime.  A variable needs:   * An identifier * A type * A value   **Keywords Used**  DIM  **The Program**  namespace ConsoleApp2  {  // A simple program to create variables  // A-Level Comp Science  // September  class Program  {  static void Main(string[] args)  {  int wholeNumber;  double decimalNumber;  string textString;  bool isFound;  char letter;  wholeNumber = 42;  decimalNumber = 3.1415;  textString = "Hello World";  letter = 'x';  isFound = true;  Console.WriteLine("a whole number is " + wholeNumber);  Console.WriteLine("A real number is " + decimalNumber);  Console.WriteLine("text");  Console.WriteLine(textString);  Console.WriteLine("A character is " + letter);  Console.WriteLine("isfound is " + isFound);  Console.ReadLine();  }  }  } |